

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	827	(tactile or touch or ergonomic) with (position or location) with (sense or sensed or sensing or detect or detecting or detected or sensor or detector or detection) same (cell or partition or arwa or region)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/18 15:22
L2	2370	(tactile or touch or ergonomic) with (position or location) with (sense or sensed or sensing or detect or detecting or detected or sensor or detector or detection) same (cell or partition or area or region)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/18 15:22
L3	20	(tactile or touch or ergonomic) with (position or location) with (sense or sensed or sensing or detect or detecting or detected or sensor or detector or detection) same (cell or partition or area or region) with (contain or containing or contained or correspond or corresponded or corresponding or associate or associated or associating) with (character or alphanumeric or textual or text)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/18 15:41
L4	273	(tactile or touch or ergonomic) with (position or location) with (sense or sensed or sensing or detect or detecting or detected or sensor or detector or detection) and (cell or partition or area or region) with (contain or containing or contained or correspond or corresponded or corresponding or associate or associated or associating) with (character or alphanumeric or textual or text)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/18 15:41
L5	13	(tactile or touch or ergonomic) with (position or location) with (sense or sensed or sensing or detect or detecting or detected or sensor or detector or detection) same (actuator or driver) and (cell or partition or area or region) with (contain or containing or contained or correspond or corresponded or corresponding or associate or associated or associating) with (character or alphanumeric or textual or text)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/18 15:50

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Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L12	113	(position or location) with (sense or sensed or sensing or detect or detecting or detected or sensor or detector or detection) and (actuator or driver) same (mouse or joystick or (input adj device)) and (cell or partition or area or region) with (contain or containing or contained or correspond or corresponded or corresponding or associate or associated or associating) with (character or alphanumeric or textual or text)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/18 16:06
L13	34	(position or location) with (sense or sensed or sensing or detect or detecting or detected or sensor or detector or detection) and (actuator or driver) same (tactile or touch or ergonomic) same (mouse or joystick or (input adj device)) and (cell or partition or area or region) with (contain or containing or contained or correspond or corresponded or corresponding or associate or associated or associating) with (character or alphanumeric or textual or text)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/18 16:07

EAST Search History

L6	12	5 not 3	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/18 15:42
L7	159	(tactile or touch or ergonomic) with (position or location) with (sense or sensed or sensing or detect or detecting or detected or sensor or detector or detection) and (actuator or driver) and (cell or partition or area or region) with (contain or containing or contained or correspond or corresponded or corresponding or associate or associated or associating) with (character or alphanumeric or textual or text)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/18 15:50
L8	2	(tactile or touch or ergonomic) with (position or location) with (sense or sensed or sensing or detect or detecting or detected or sensor or detector or detection) and (actuator or driver) and (cell or partition or area or region) with (contain or containing or contained or correspond or corresponded or corresponding or associate or associated or associating) with (character or alphanumeric or textual or text) same (profile or characteristic or detail or attribute)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/18 15:51
L9	46	(tactile or touch or ergonomic) with (position or location) with (sense or sensed or sensing or detect or detecting or detected or sensor or detector or detection) and (actuator or driver) same (mouse or joystick or (input adj device)) and (cell or partition or area or region) with (contain or containing or contained or correspond or corresponded or corresponding or associate or associated or associating) with (character or alphanumeric or textual or text)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/18 15:52
L10	30	9 not 6 not 3 not 8	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/18 15:52


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Terms used:

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Best 200 shown

[1 Human-computer interface development: concepts and systems for its management](#)

H. Rex Hartson, Deborah Hix

 March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1

Publisher: ACM Press

Full text available: pdf(7.97 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Human-computer interface management, from a computer science viewpoint, focuses on the principles and methods of managing computer interfaces, including their representation, design, implementation, execution, evaluation, and improvement. The article presents important concepts of interface management: dialogue independence, structural models, tools, rapid prototyping, development methodologies, and control structures. *Dialogue independence* is a key concept that emphasizes the separation of interface management from specific application domains.

[2 Seeing, hearing, and touching: putting it all together](#)

Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink

 August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press

Full text available: pdf(20.64 MB)

 Additional Information: [full citation](#)

[3 Tactons: structured tactile messages for non-visual information display](#)

Stephen Brewster, Lorna M. Brown

 January 2004 **Proceedings of the fifth conference on Australasian user interface - Volume 1**
Publisher: Australian Computer Society, Inc.

Full text available: pdf(271.44 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Tactile displays are now becoming available in a form that can be easily used in a user interface. *Tactons*, or tactile icons, are structured, abstract messages that can be used to provide non-visual information. A range of different parameters can be used for Tacton construction including: frequency, amplitude, duration, tactile pulse, plus other parameters such as rhythm and location. Tactons have the potential to provide a new level of interactivity and accessibility to user interfaces.

Keywords: Tactons, multimodal interaction, non-visual cues, tactile displays

[4 Lowering the barriers to programming: A taxonomy of programming environments and languages](#)

Caitlin Kelleher, Randy Pausch

 June 2005 **ACM Computing Surveys (CSUR)**, Volume 37 Issue 2

Publisher: ACM Press

Full text available:  pdf(14.21 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Since the early 1960's, researchers have built a number of programming languages and environments accessible to a larger number of people. This article presents a taxonomy of languages to make programming more accessible to novice programmers of all ages. The systems are organized to teach programming or to use programming to empower their users, and then, by each system

Keywords: Human-computer interaction, computer Science education, learning, literacy, problem

5 Unconventional human computer interfaces

 Steffi Beckhaus, Ernst Kruijff
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available:  pdf(2.89 MB)

Additional Information: [full citation](#), [abstract](#)

This course focuses on how we can use the potential of the human body in experimental or unorthodox ways. It explores the biological or physiological characteristics of the separate parts of the body, from head to toe, showing how their sensor (input) and control (output) capabilities can be applied to human-computer interaction. A wide variety of applications that make use of proven interfaces as well as extremely experimental

6 Final report of the GSPC state-of-the-art subcommittee

 R. H. Ewald, R. Fryer
June 1978 **ACM SIGGRAPH Computer Graphics**, Volume 12 Issue 1-2

Publisher: ACM Press

Full text available:  pdf(7.85 MB)

Additional Information: [full citation](#), [abstract](#)

This paper presents the final report of the ACM/SIGGRAPH Graphics Standards Planning Committee. This group's charter was to compare existing vector-oriented graphics packages and determine differences. Eight graphics packages and the GSPC "Core System" were selected for review.

7 Noncommand user interfaces

 Jakob Nielsen
April 1993 **Communications of the ACM**, Volume 36 Issue 4

Publisher: ACM Press

Full text available:  pdf(6.81 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

8 Behavioral Aspects of Text Editors

 David W. Embley, George Nagy
March 1981 **ACM Computing Surveys (CSUR)**, Volume 13 Issue 1

Publisher: ACM Press

Full text available:  pdf(3.44 MB)

Additional Information: [full citation](#), [references](#), [citations](#)

9 Nomadic radio: speech and audio interaction for contextual messaging in nomadic environments

 Nitin Sawhney, Chris Schmandt
September 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 3

Publisher: ACM Press

Full text available:  pdf(648.76 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Mobile workers need seamless access to communication and information services while on the move. They can overwhelm users with intrusive interfaces and ambiguous notifications. This article discusses the design of Nomadic Radio, a wearable computing platform for managing voice and text-based messages.

Nomadic Radio employs an auditory user interface, which synchronizes speech recognition, spe

Keywords: adaptive interfaces, contextual interfaces, interruptions, nonspeech audio, notifications, listening, speech interaction, wearable computing

10 Status report of the graphic standards planning committee of ACM/SIGGRAPH: State-of-the-art packages

Computer Graphics staff
September 1977 **ACM SIGGRAPH Computer Graphics**, Volume 11 Issue 3
Publisher: ACM Press
Full text available:  pdf(9.03 MB)

Additional Information: [full citation](#), [references](#)

11 Interactive Editing Systems: Part II

Norman Meyrowitz, Andries van Dam
September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3
Publisher: ACM Press
Full text available:  pdf(9.17 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

12 Combining haptic and braille technologies: design issues and pilot study

Christophe Ramstein
April 1996 **Proceedings of the second annual ACM conference on Assistive technologies A**
Publisher: ACM Press
Full text available:  pdf(1.26 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: braille display, force feedback device, haptic interface, single cell braille display

13 Input and interaction: Eyes on the road, hands on the wheel: thumb-based interaction techniques

wheels
Iván E. González, Jacob O. Wobbrock, Duen Horng Chau, Andrew Faulring, Brad A. Myers
May 2007 **Proceedings of Graphics Interface 2007 GI '07**
Publisher: ACM Press
Full text available:  pdf(1.64 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index](#)

The increasing quantity and complexity of in-vehicle systems creates a demand for user interface. The steering wheel is a common location for the placement of buttons to control navigation, entertainment systems, but what about a small touchpad? To investigate this question, we embedded a Synaptics touchpad in a steering wheel and evaluated seven methods for selecting from a list of over 3000 street names.

Keywords: StampPad, distraction, driving, gestures, interaction techniques, selection techniques, thumb-based input, touchpad

14 Special issue: AI in engineering

D. Sriram, R. Joobbani
April 1985 **ACM SIGART Bulletin**, Issue 92
Publisher: ACM Press
Full text available:  pdf(8.79 MB)

Additional Information: [full citation](#), [abstract](#)

The papers in this special issue were compiled from responses to the announcement in the July newsletter and notices posted over the ARPAnet. The interest being shown in this area is reflect from over six countries. About half the papers were received over the computer network.

15 Proceedings of the SIGNUM conference on the programming environment for developer

March 1979 **ACM SIGNUM Newsletter**, Volume 14 Issue 1

Publisher: ACM Press

Full text available:  pdf(5.02 MB)

Additional Information: [full citation](#)

16 Touch-sensing input devices

Ken Hinckley, Mike Sinclair

May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM Press

Full text available:  pdf(1.23 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We can touch things, and our senses tell us when our hands are touching something. But most detect when the user touches or releases the device or some portion of the device. Thus, adding offers many possibilities for novel interaction techniques. We demonstrate the TouchTrackball a use unobtrusive capacitance sensors to detect contact from the users hand without requiring pr

Keywords: haptic input, input devices, interaction techniques, sensor technologies, tactile input

17 SpeechSkimmer: a system for interactively skimming recorded speech

Barry Arons

March 1997 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 4 Issue 1

Publisher: ACM Press

Full text available:  pdf(1.03 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Listening to a speech recording is much more difficult than visually scanning a document because nature of audio. Audio recordings capture the richness of speech, yet it is difficult to directly browse them. This article describes techniques for structuring, filtering, and presenting recorded speech, allowing users to find information in the audio domain. This article describes the SpeechSkimmer system for interactively skimming recorded speech.

Keywords: audio browsing, interactive listening, nonspeech audio, speech as data, speech skimming, speech compression

18 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Parallelism '97**

Publisher: IBM Press

Full text available:  pdf(4.21 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on program traces are often complex and difficult to interpret, making it hard for users to obtain a better understanding of the execution of the application. The visualization tool we used is called TraceVisualizer. It is a visualization tool we developed at the University of Waterloo. However, these diagrams are often very complex and difficult to interpret. In our experience, such tools display repeated occurrences of the same pattern, which makes it hard for users to find the desired overview of the application. In our experience, such tools display repeated occurrences of the same pattern, which makes it hard for users to find the desired overview of the application.

19 Link and channel measurement: A simple mechanism for capturing and replaying wireless traffic

Glenn Judd, Peter Steenkiste

August 2005 **Proceeding of the 2005 ACM SIGCOMM workshop on Experimental approach and analysis E-WIND '05**

Publisher: ACM Press

Full text available:  pdf(6.06 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index](#)

Physical layer wireless network emulation has the potential to be a powerful experimental tool. emulation, and traditional simulation, is to accurately model the wireless channel. In this paper on-card signal strength measurements to capture wireless channel traces. A key advantage of t ubiquity with which these measurements can be obtained since virtually all wireless devices pro

Keywords: channel capture, emulation, wireless

20 [Smalltalk-80: the language and its implementation](#)

Adele Goldberg, David Robson

January 1983 Book

Publisher: Addison-Wesley Longman Publishing Co., Inc.

Full text available:  pdf(33.56 MB)

Additional Information: [full citation](#), [abstract](#), [cited by](#), [index](#)

From the Preface (See Front Matter for full Preface)

Advances in the design and production of computer hardware have brought many more people Similar advances in the design and production of computer software are required in order that t rewarding as possible. The Smalltalk-80 system is a result of a decade of research into creating appropriate for producing highly functional and interactive ...

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Web Results 1 - 10 of about 1,660,000 for (tactile OR touch) AND (mouse OR joystick) AND (sense OR detect)

Tactile computer interface - US Patent 6219034

a **tactile actuator** having an input line, a pointing device **driver** responsive to ... to correspond to cells each containing a single **alphanumeric character** ...
www.patentstorm.us/patents/6219034-claims.html - 26k - Cached - Similar pages

[Low cost force feedback device with actuator for non-primary axis ...](#)
 at least one sensor operative to **detect** said movement of said **mouse** in A **tactile feedback mouse** as recited in claim 23 wherein said **actuator** is a ...
www.patentstorm.us/patents/6088019-claims.html - 47k - Cached - Similar pages
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Mouse (computing) - Wikipedia, the free encyclopedia

In 2000, Logitech introduced the "**tactile mouse**", which contained a small **actuator** that made the **mouse** vibrate. Such a **mouse** can augment user-interfaces ...
en.wikipedia.org/wiki/Computer_mouse - 127k - Cached - Similar pages

A1000 Serial FAQ

1st open Control Panel/**Mouse/Touch** to adjust **sense**, 2nd you can put a thin ... do same as above let notebook to **detect** CD-ROM/DVD in Auto-**Detect** Hard Disks ...
usa.twinhead.com/CSD/a1000_serial_faq.htm - 12k - Cached - Similar pages

Tactile computer interface - Patent 6219034

The system can include a housing and the **tactile actuator** can be a For example, if the **driver** detects **text** in a window, it will use a **textual mode** ...
www.freepatentsonline.com/6219034.html - 62k - Cached - Similar pages

Tactile mouse device - Patent 20060267944

The **mouse** device includes a sensor device able to **detect** the movement of the **mouse** in the planar workspace. An **actuator** is coupled to the housing of the ...
www.freepatentsonline.com/20060267944.html - 84k - Cached - Similar pages
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The Computer Revolution/Peripherals/pointers - Wikibooks ...

Also, since mechanical vibrations are used to **detect** a **touch** event, ... You connect the **Joystick** into the "**Joystick** input" of your computer for use. ...
en.wikibooks.org/wiki/The_Computer_Revolution/Peripherals/pointers - 24k - Cached - Similar pages

You and Your Sense of Touch (1955)

You and Your **Sense of Touch** on IMDb: Movies, TV, Celebs, and more... ... the **character** of Mickey **Mouse** sprung into Walt's imagination, ensuring Disney's ...
www.imdb.com/title/tt0230989/ - 34k - Cached - Similar pages

Freeware Download: Initial

When folks sit down at that computer and **touch** your **mouse**, watch out, ... Initial release Before starting this **driver** installation we suggest you make sure ...
www.dirfile.com/freeware/initial.htm - 77k - Cached - Similar pages

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Bug #12124 in xorg-driver-synaptics (Ubuntu): "touchpads ...

A single **touch** on the touchpad after logging into my Ubuntu system has on InputDevice "Configured **Mouse**" EndSection. <some conf **text**> ...
<https://bugs.launchpad.net/bugs/12124> - 64k - Cached - Similar pages

[PDF] **Touch International Universal Drivers Manual Windows® XP, 2000**

File Format: PDF/Adobe Acrobat - View as HTML

1) Select "Initialize Controller" this will **detect** your **touch** screen You may un-install the **Touch International driver** without disconnecting the ...
www.touchinternational.com/literature/manuals/TIdrivermanual_rev_2.0.pdf - Similar pages

Company info

for the visually impaired who with a multi **tactile** motor **mouse** might Ñfeel the pictures on the screen and seconds later "read" the **text** along side. ...
www.computouch.no/html/company_info.html - 24k - Cached - Similar pages

iFeelPixel download: Requirements (**Tactile mouse**, **TouchSense mice** ...)

"You can't underestimate how important the **sense** of **touch** is to the basic human ...
Mouse/Joystick driver (required but most often the **driver** is already ...
www.ifeelpixel.com/download/ - 77k - Cached - Similar pages

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POS Main Features: **Touch** Screen, Keyboard or **Mouse** Multiple Prepared Food Menu Screens Remote or Kitchen Printer Bar Code Scanning Delivery and **Driver** ...
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kbAlertz: (930616) - Describes how to update firmware and software ...

Unplug the Habu Laser Gaming **Mouse** and then plug it back into the same USB port. ...
Click ALPS **Touch Pad Driver**, and then click Remove. ...
www.kbalertz.com/kb_930616.aspx - 52k - Cached - Similar pages

1999 Conference Proceedings

This presentation will focus on **tactile** access to the Windows environment. **Sense** I'm using an actual **mouse**, I don't need a large number of commands to ...
www.csun.edu/cod/conf/1999/proceedings/session0108.htm - 20k - Cached - Similar pages

Displaying Laterally Moving Tactile Information

As for the visual **sense**, one apparently moving object can be perceived if two In this way, a large **text** could be read just by moving the display. ...
www.rit.edu/~easi/easisem/lat_text.html - 24k - Cached - Similar pages

History of Pen Computing: Annotated Bibliography in On-line ...

Press information on Decuma handwriting **character** recognition for For **touch** screen, brings up simulated/virtual **mouse** device a.k.a. **Touch** Pointer. ...
users.erols.com/rwservices/pens/biblio10.html - 40k - Cached - Similar pages

Features & Reviews | Think Outside Stowaway Universal Bluetooth ...

P6 Pub Interference Search

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